

# Grimes Parks & Recreation Department

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## ***Grimes Parks and Recreation Tournament Rules***

-All teams are guaranteed to play at least three games in the tournament. Please be prepared for your game. Take time to warm up, but please start your games as promptly as possible.

-Each team is responsible for providing one helper to assist at the scorer's table. These volunteers help keep score and report results to each Site Director.

**1. High School Rules** -IHSAA will be used except as noted below:

**2. Basketball** -28.5 size basketballs are used in all games. Rim Height is 10 feet for all grades involved.

### **3. Game Times**

-All games are divided into two-20 minute halves.

-All games are played with a running clock and have a three-minute halftime.

-Clock will stop for each dead ball situation with 2 minutes left in the 2nd half & only with a 15-point lead or less. Otherwise clock continues to run.

-Games start with a jump ball and alternate possessions following.

-3-point goals are allowed where marked.

### **4. Overtime**

-If the score is tied at the end of regulation, there will be a 2-minute overtime. The clock stops with each dead ball with one-minute left. Each team is allowed one-30 second time out. If tied after the first OT, 3 players shoot 1 free throw from each team.

### **5. Time-outs**

-Each team will be allowed two, one-minute time outs per half. No carryover.

-Players and/or coaches of the team in control of the ball may request a timeout.

### **6. Home Team**

-The home team will be the 2<sup>nd</sup> team listed on the schedule. They decide their jersey color.

### **7. Fouls and Free Throws**

-Free Throws:

a. Teams will be in the one-and-one after 7 team fouls and in the double bonus if 10 team fouls have been committed during a half. 1-AND-1 and Double Bonus FT situations will be shot according to normal high school rules.

b. No technical fouls will be shot- instead two points and the ball will be awarded to the opposing team. Intentional fouls result in two free throws and possession of the ball. Flagrant fouls result in the player becoming ineligible for the remainder of the game.

c. 3<sup>rd</sup> Grade- Kids must start behind the line but can go across the FT line on the release.

### **8. Defense- Full Court Pressing**

**\*Full court press is NOT allowed when a team is leading by 15 (or more) points. Grades 3-4 Teams can only press the final 3 minutes of the game. Grade 3- man to man defense only, no zone defense.**

### **9. Uniforms**

-Reversible shirts with numbers are encouraged.

**10. Officials**

-Please make sure to respect the officials and only the Head Coach is allowed to discuss concerns.

**11. Coaches**

-Coaches will be allowed to stand only to motivate and coach the players in a positive manner! If an official asks you to sit down you must comply! ***Failure to do so will result in an immediate technical foul.***

**12. Game Balls**

-We will provide game balls only so please bring warm-up basketballs.

**13. Determining the Winner/Tie Breaker**

-The team with the best win/loss record advances in each pool to the championship. In case of a tie, this is the criteria used:

1. Head to head competition.
2. Point Differential (Max of +20)
3. Least amount of points given up in the tournament.
4. Most points scored in the tournament.

**14. Protests**

-No protests are allowed. The referees and/or the tournament director will settle all disputes.

**15. Sportsmanship**

-Please be respectful to all officials, coaches, players and fans. The goal is to have fun.

Admission will be charged for each facility.

***Please contact the Brett Barber, Grimes Parks and Recreation Director, at 515-986-2143 with any questions.***